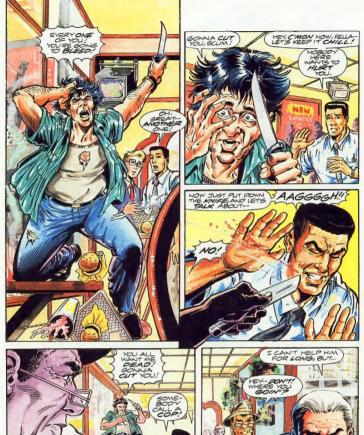




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Be careful what you wish for...

You just might get it.







Jim Shooter Chief

Welcome to Manhattan. You'll notice that people stare at the sidewalk in front of them as they walk, avoiding even fleeting eye contact. Late at night, on a lonely block, they may cross the street to avoid passing close by you, though it's a well-lit block, though you're well-dressed and unthreatening. though probably hundreds of people are within shouting distance. You step into the elevator in an apartment building. A person already in the elevator cab darts out just before the door closes to avoid riding alone with you, though they've probably seen you before, though they know you've passed the scrutiny of the doorman.

Don't get in trouble here. No one will help you. No one wants to get involved, because then they may wind up in trouble, too, and who's going to help them? They turn their backs, they cross the street, they ignore you.

They're afraid. A palpable fear pervades this town. If you live here, you know it intimately. Anyone who spends much time here soon becomes aware of it. People from other big cities less afflicted sense it instantly. Small-town midwesterners often have to get mugged first. It's not entirely paranoia after all.

I've been thinking about this for a long time. I thought about it while sitting in a hearing room once listening to a superficially respectable-looking fellow lying his tail off under oath. As I watched this fellow shifting, sweating and scrambling to keep his dissembling sounding credible, I realized that he was very much afraid. And I realized that i's not the crime and violence in the city that cause the fear—it's the other way around.

It's the unspoken "or else" that lets you understand the way fear drives evil. Gotta steal it or else I'll never get it. Gotta get them or else they'll get me. Gotta eat it, have it, do it now, or else my one chance will be gone. Gotta look down on everybody or else they'll look down on me.

Fear is the root of all evil. Works of evil create the climate for more fear. It's not entirely paranoja....

Somewhere along the line, a balance was tipped, and Manhattan began a long, slow slide into the abyss. I said the fear was palpable. It's getting worse.

Our new title, debuting with this issue, is called DARK DOMINION™. It's about Manhattan. It's about fear and evil and the one man who isn't afraid. It was created by myself and Steve Ditko, who, of course, created Doctor Strange and cocreated Spider-Man. It's written by Len Wein, who brought you The Phantom Stranger, Swamp Thing, and the new X-Men. It's drawn by Joe James and inked by Bob Downs and Mike Barreiro. It's powerful, superaction-filled, chilling, intense stuff. It's the cornerstone of the DEFIANT universe. I rarely do a salespitch in my column, but this one I especially recommend.

Don't be afraid.

Regarding Marvel's lawsuit against us: The trial is over, and we're waiting for the judge to give us the verdict. I'll let you know what happens. I appreciate the letters of support. Thanks.

In closing, I'd like to offer you these thoughts to ponder:

Ours is a universe governed by quantum mechanics, wherein matter is also energy and particles are also waves.

We are each one a coalescence of forces in the quantum field, an eddy in the stream of timespace—a radiant nexus of energy, organized into a form that our limited senses perceive as solid matter.

Like a magnet that bends unseen lines of force around itself, which iron fillings sprinkled on a piece of paper will betray, we are each one a powerful generator of an unseen nimbus of force.

Given our limited senses, it is difficult to conceive of the quantum nature of things. We bite into an apple—a simple event—but in quantum terms, two fields of energy are interacting, one shearing through the other.

Drops of nectar composed of minute particles, which are also waves, transact with waves, which are also particles, which comprise the sensory structures on our tongues. Then more waves are relayed across a vast distance, relative to the quantum scale, to a central locus, where they trigger a series of reactions. Thus we conceive of the nature of the energy field we have just encountered—we taste the apple.

Conception is reality in our quantum universe.

We can conceive far more than we can perceive.

There are exactly as many things in Heaven and Earth as are dreamt of in our philosophy.

All we imagine is real.
Only the limits are imaginary.

Defiantly,

Prootes







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THE STUNNING CONCLUSION TO
"THE SEDITION AGENDA"!
Written by Jim Shooter and Drawn by David Lapham.





ASSOCIATE EDITOR

From the moment I read Jim Shooter's script for DARK DOMIN-ION #0. I knew that the series was going to be something special. Jim's story instantly sucked me into Michael Alexander's world, giving me the same rush of excitement I felt on discovering Lee and Ditko's Spider-Man back in the late 1960s. Of course, in 1968 I was seven years old, and my mind wasn't clouded with adult sensibilities. As I grew older, I found it increasingly difficult to lose myself in any type of fiction, especially in comic book stories that featured inhumanly muscled heroes battling super-powered villains ad nauseam, with the fighting taking up about ninety-nine percent of an issue. The vast majority of these super-heroic tales also seemed incomplete, not even offering a linear beginning, middle, and end!

With DARK DOMINION, it's different: The title's protagonist is a modest—and modestly dressed (i.e., no spandex or tights in sight)—man in his early fifties; the other characters populating the story are engagingly realistic; and the multitude of creepy crawlers lurking in the Quantum Substratum are intriguing visual representations of the spiritual demons that have haunted the collective id of humankind since the beginning of time.

And the story...!

I couldn't wait to read more—I was thrilled to be involved with such a fascinating concept.

Even so, giving birth is a painful experience, whether biologically or in the creation, metaphorically speaking, of a new comic-book series.

Len Wein (the cocreator of DC's Swamp Thing and the new X-Men for Marvel) was brought aboard to write the continuing series, so I knew each

issue would be well-crafted. But Steve Ditko, the original penciler (the same amazing artist who had cocreated the Spider-Man comics I loved as a kid!), had decided that he wasn't philosophically comfortable with the concept, and, after delivering his pages for issue #0, he told us that he'd decided not to continue with the book.

The next few weeks were spent hectically trying to line up another penciler. We asked a few well-known artists, but because of the book's deadlines. we couldn't find anyone who could fit it into his already-busy schedule. For a day or two, I thought I had been transported into Michael Alexander's universe: I was starting to feel the Spiders of Anxiety working their way up my spine. Then Deborah Purcell urged Jim Shooter to consider the work of our Production Coordinator, Joe James, who was penciling the backs of some DARK DOMINION #0 character cards. The drawings were top-notch: They were beautifully rendered and captured the look of the series exactly as we had envisioned it. Joe accepted the challenge and immediately began penciling the stellar story you're now holding.

The inking chores for the first issue were shared by Bob Downs and Mike Barreiro, both of whom did a wonderful job.

Add to this list the incredible talent of painter Tim Perkins, and I'm sure you'll agree we've managed to put together one of the best creative teams in comics!

Drop us a line, and let us know what you think.

Ed Polguby



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